湾岸
MIDNIGHT CLUB II

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Numbers.

"The communication function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see LIBEENET.TXT in the disc."

SLES-51054

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 53KB minimum • Analog Control Compatible: analog sticks only Vibration Function Compatible • network adaptor (Ethernet) (for PlayStation®2) compatible

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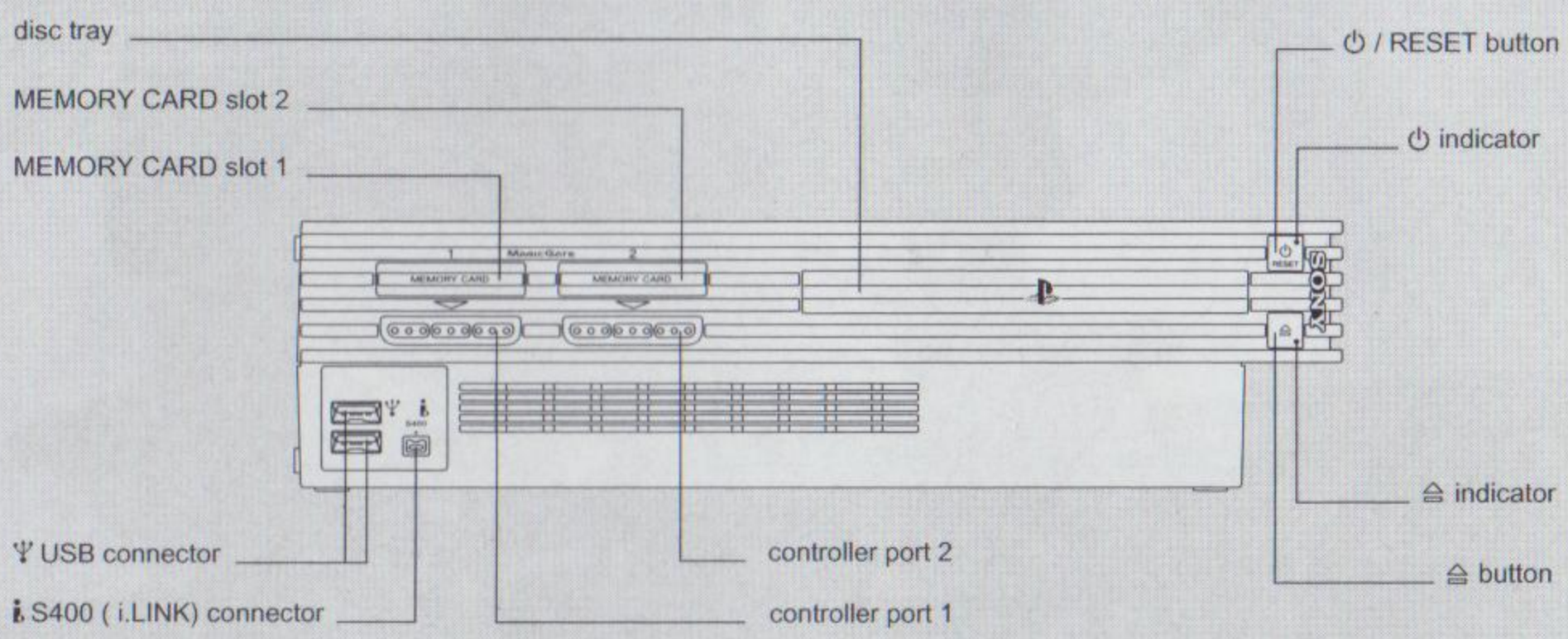
GETTING STARTED

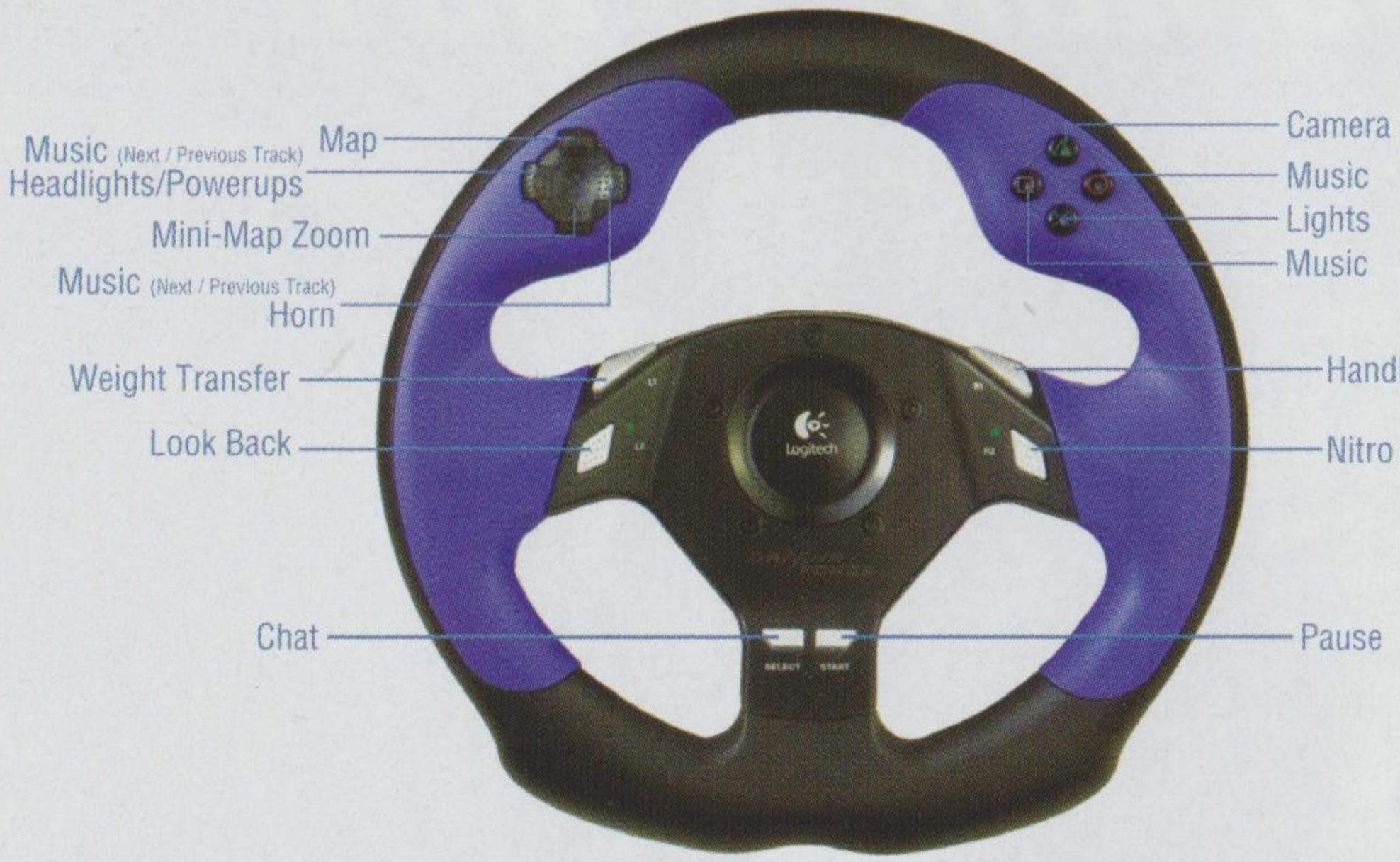


1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the ⏻ /RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens.
4. Place the Midnight Club 2 disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.
5. If the Rockstar Games logo does not appear, press the ⏻ / RESET button. If the game still does not load, press the ⏏ button to open the disc tray. Ensure that the Midnight Club 2 disc is properly inserted and press the ⏏ button again. If the game does not load, press the MAIN POWER switch OFF; ensure that your console is set up correctly, press the MAIN POWER switch ON again, and then press the ⏻ /RESET button.
6. It is recommended that you do not insert or remove accessories once the power is turned on. Do not remove the memory card (8MB) (for PlayStation®2), reset or switch off the power to the console during loading or saving, as this may destroy saved game data.

PLEASE NOTE : This title does not support the digital controller.

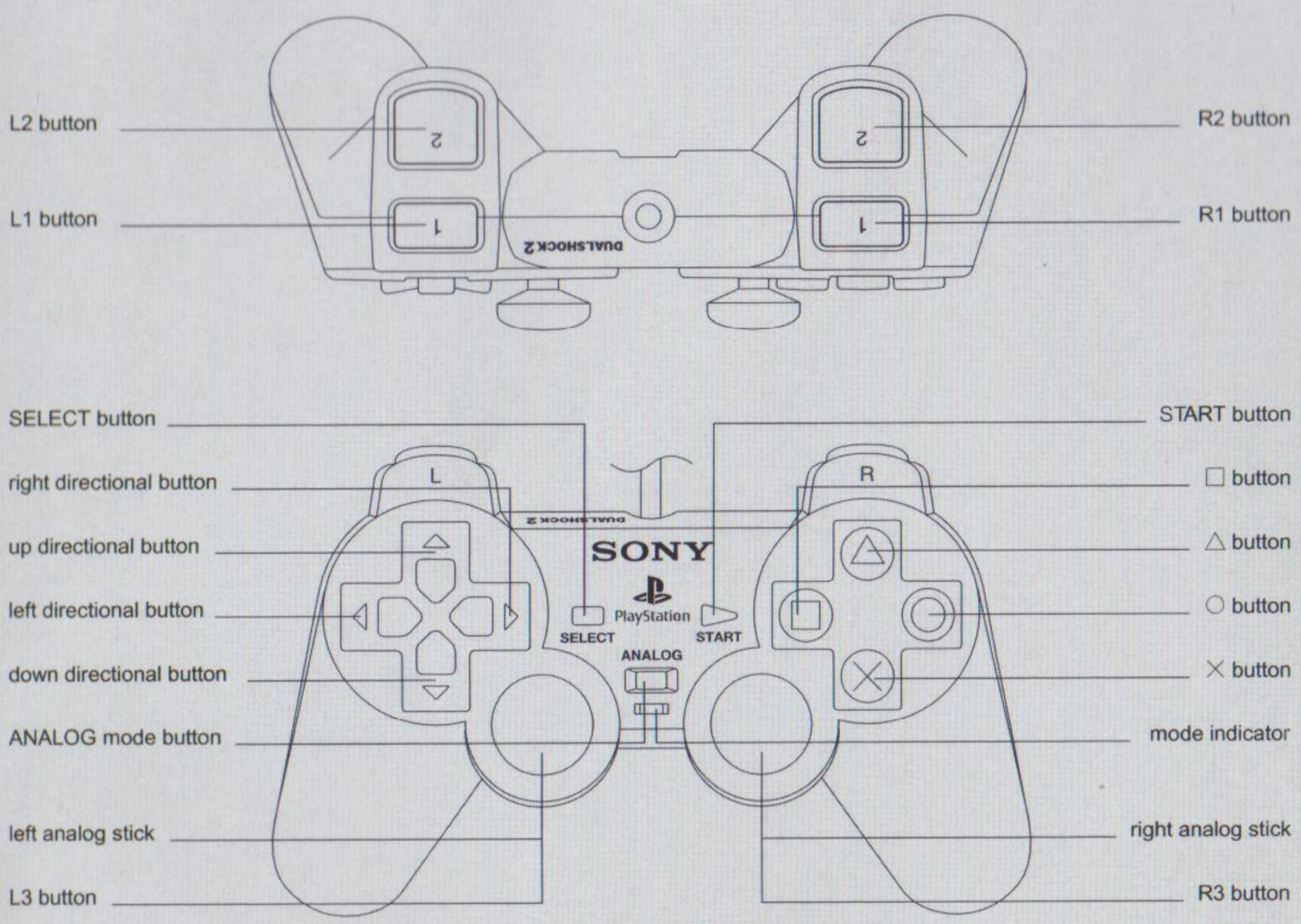
LOGITECH DRIVING FORCE CONTROLS

(AUTOMATIC TRANSMISSION)



STARTING UP

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS



Default Controls

(AUTOMATIC TRANSMISSION)

× button - Accelerate
○ button - Handbrake
△ button - Camera switch
□ button - Brake/Reverse

R1 button - Handbrake
R2 button - Nitro / SST
L1 button + left analog stick - Weight transfer
L2 button - Look back
Right analog stick - Accelerate / Brake / Reverse
Left analog stick - Steering
L3 button - Flash high beams / Use Power-up
R3 button - Horn

Up directional button - Map
Down directional button - Mini-map zoom
Right directional button - Next music track
Left directional button - Previous music track

SELECT button - Online: Chat Keyboard On/Off
START button - Pause

BATTLE MODE

L3 button - Headlights / Siren & Use item

The History of The Midnight Club

In secret gatherings around the world a mysterious group of urban street racers - known as the Midnight Club - race for pride, power and glory in sleekly customised tricked-out sports cars. Racing through crowded streets, running red lights, terrorising pedestrians, driving on sidewalks and outrunning the cops are just the basics for the Midnight Club.

Or so you've heard.

While you're cruising through the dark streets, you spot a tricked out low-rider speeding and weaving through traffic. Intrigued and looking for thrills, you make your presence known to him with a few of your own daring manoeuvres. After introducing himself with a sneer, he throws down the gauntlet and speeds off. Determined to get in the club, you race off after him with reckless abandon. Once you've followed and matched your new adversary move for move on a mad chase through the city, he finally pulls over. He dares you to meet him and his friends at midnight. You've got your shot. Victory will earn you membership in the club, which comes with pride, thrills and glory.

You're on your way...

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Heads-Up Display / HUD

1. **Arrow:** The arrow directs you to the nearest Checkpoint / Hookman.
2. **Current Lap:** Time for your current lap, number of laps and current race position.
3. **Rearview Mirror:** Shows the position and distance of the players behind you. Bigger, brighter headlights mean a closer opponent.
4. **MAP:**
   Yellow Triangle - Player
   Red Triangle - Main Character
   Green Triangle - Other Opponents
   Light Blue Circle - Immediate Checkpoint
   Dark Blue Circle - Secondary Checkpoint
   N - North
   Flashing Perimeter - Police Attention
5. **Turbo Gauge:** Measures the level of boost you'll get from a Slipstream Turbo or Burnout. Your Turbo Gauge must be full in order to turbo, but you may burnout with the gauge at any level above zero.
6. **Nitrous Gauge:** Displays the number of nitro shots remaining in the tank.
7. **Gear:** Current gear.
8. **Tachometer/Speedometer:** RPM, redline and vehicle speed.
9. **Damage:** Displays current vehicle damage.

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Scroll over to ARCADE in the menus and select CRUISE mode. If you and a friend both want to play, toggle over to 2-PLAYER. For controls, refer to the back cover of this manual. Even though you don't have much of a car to work with yet, just the Cocotte, this is a great way to familiarise yourself with Los Angeles and get a feel for the game before you start your racing career.

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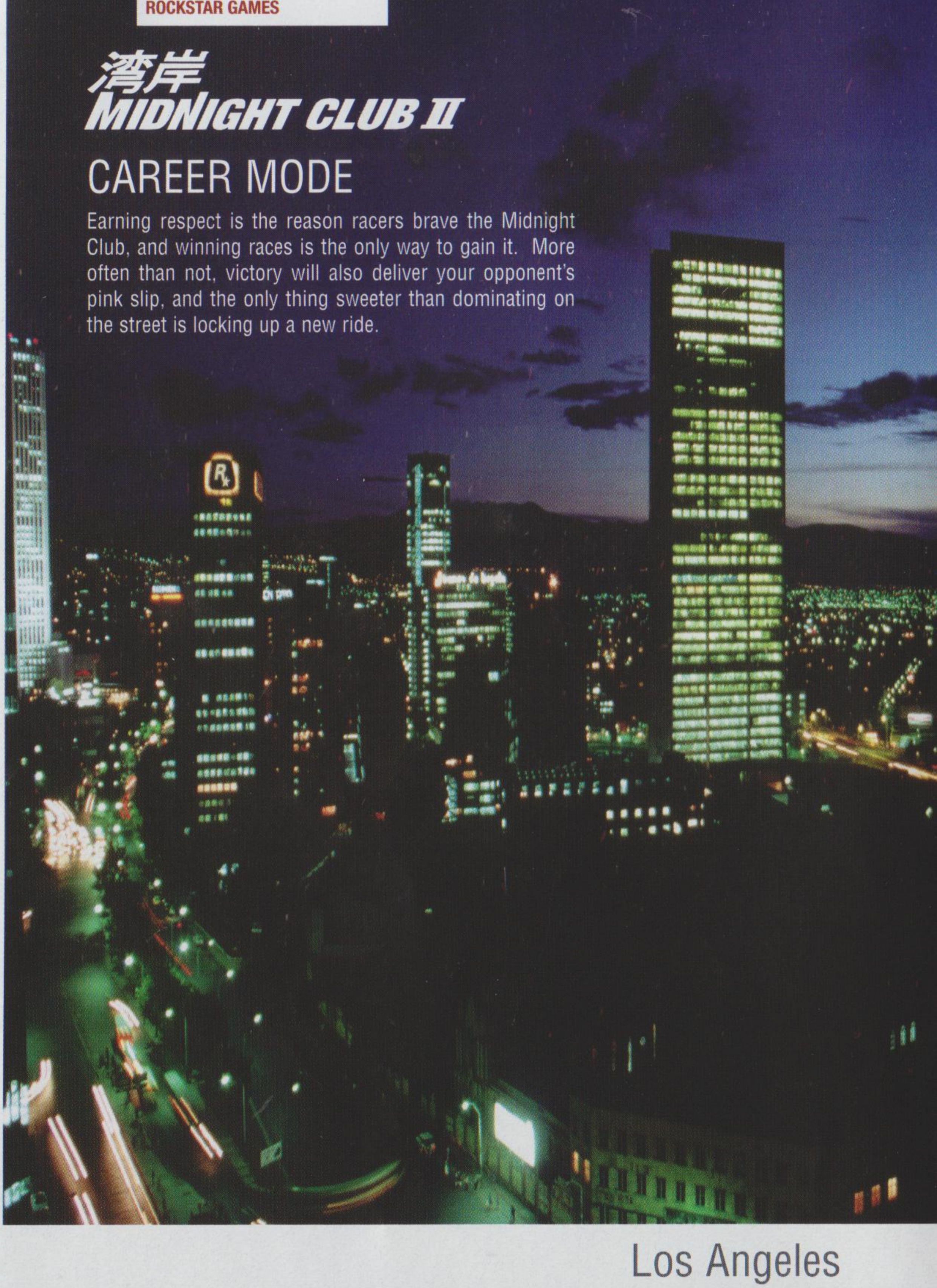
CAREER MODE

Earning respect is the reason racers brave the Midnight Club, and winning races is the only way to gain it. More often than not, victory will also deliver your opponent's pink slip, and the only thing sweeter than dominating on the street is locking up a new ride.

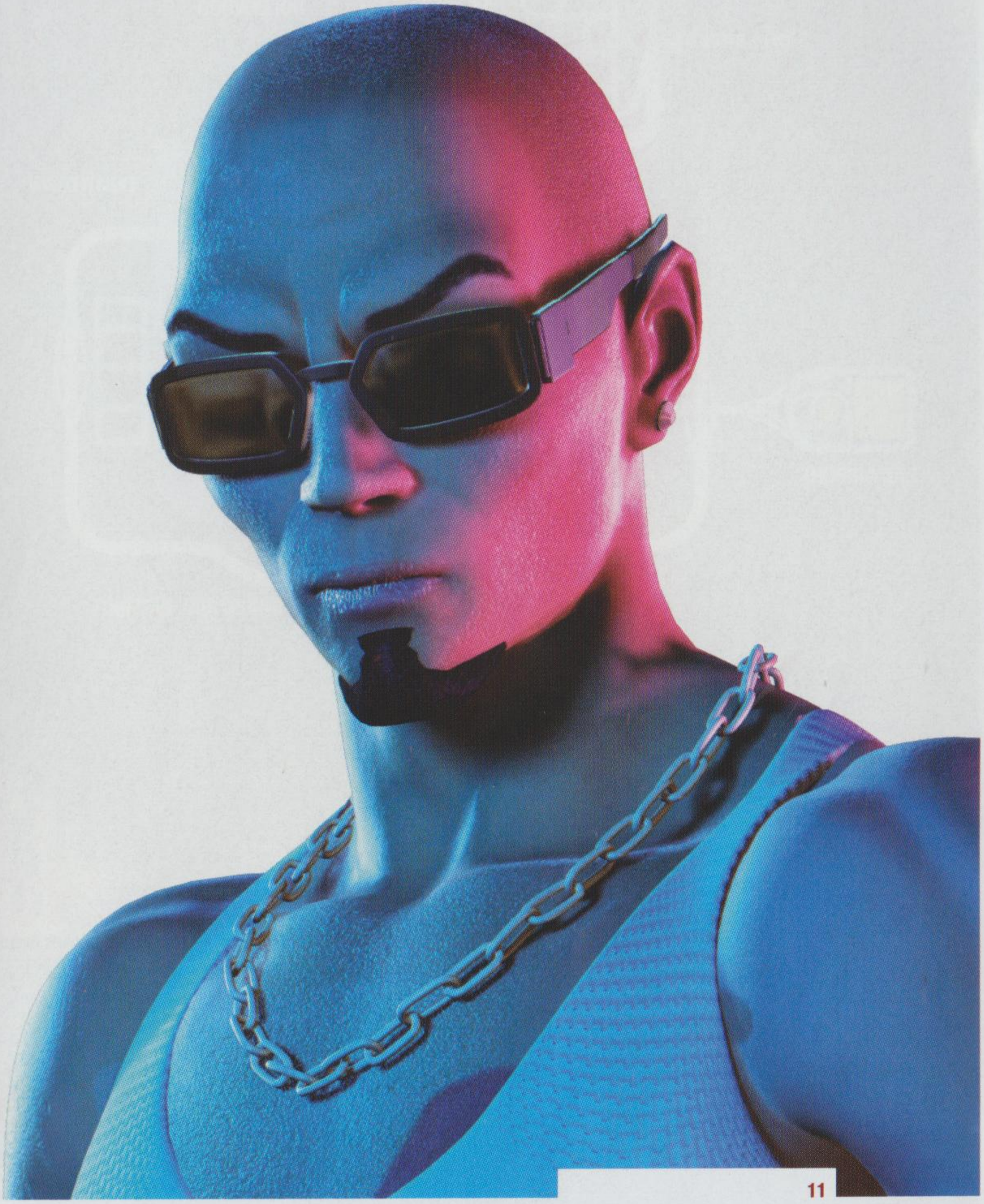


Los Angeles

LOS ANGELES

STREET REPORT: A balance of remote, winding hills and expansive open highways and thoroughfares. Arid, drought-plagued climate results in optimal traction. LA's wide, well maintained roads make for perfect late night racing.

TRAFFIC STUDY: Over-populated and with a poor mass-transit system, Los Angeles is notorious for its traffic congestion. Although such traffic is much less of a concern late at night, increasing numbers of recreational cruisers are out there, claiming the streets as their own.



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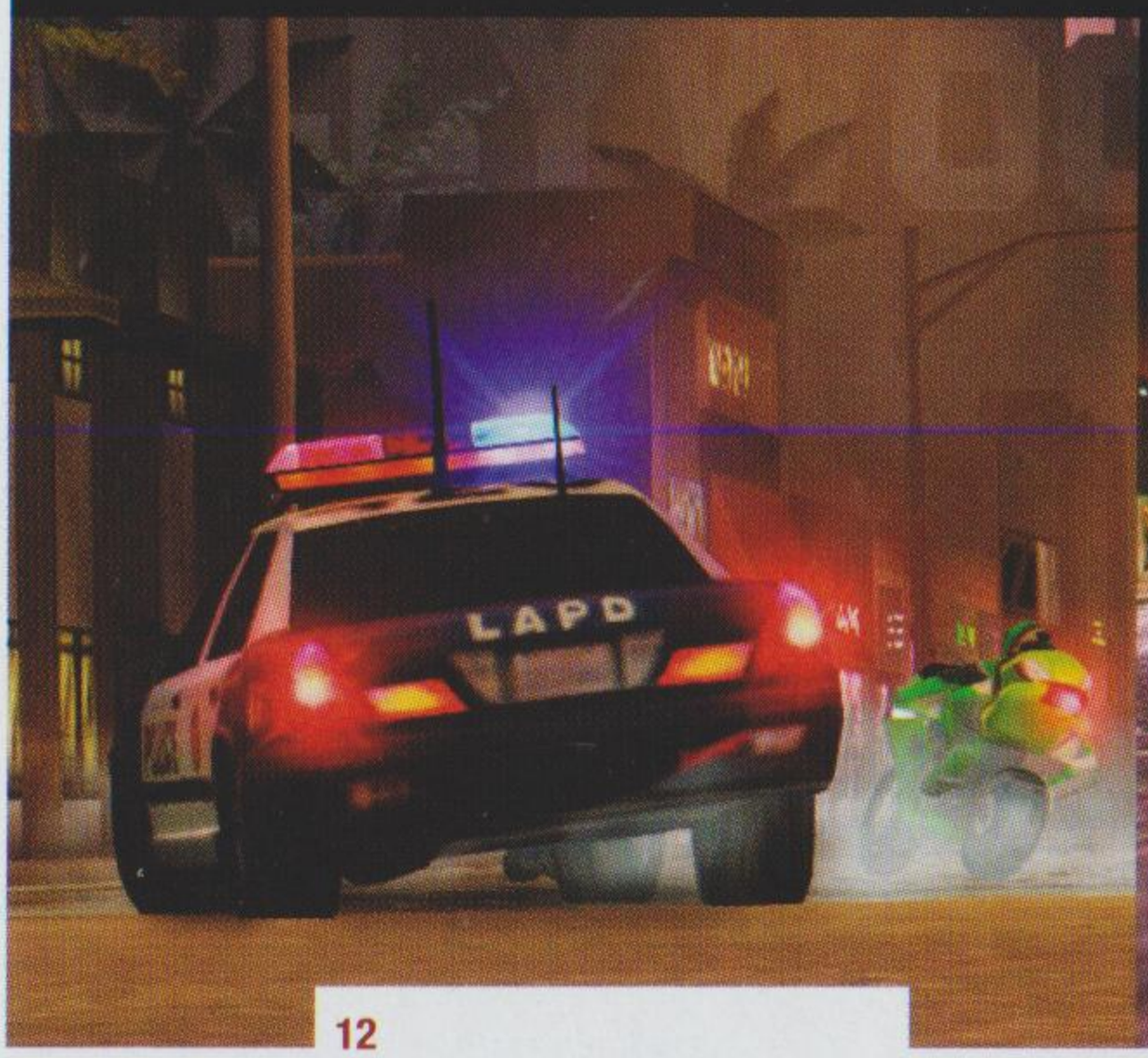
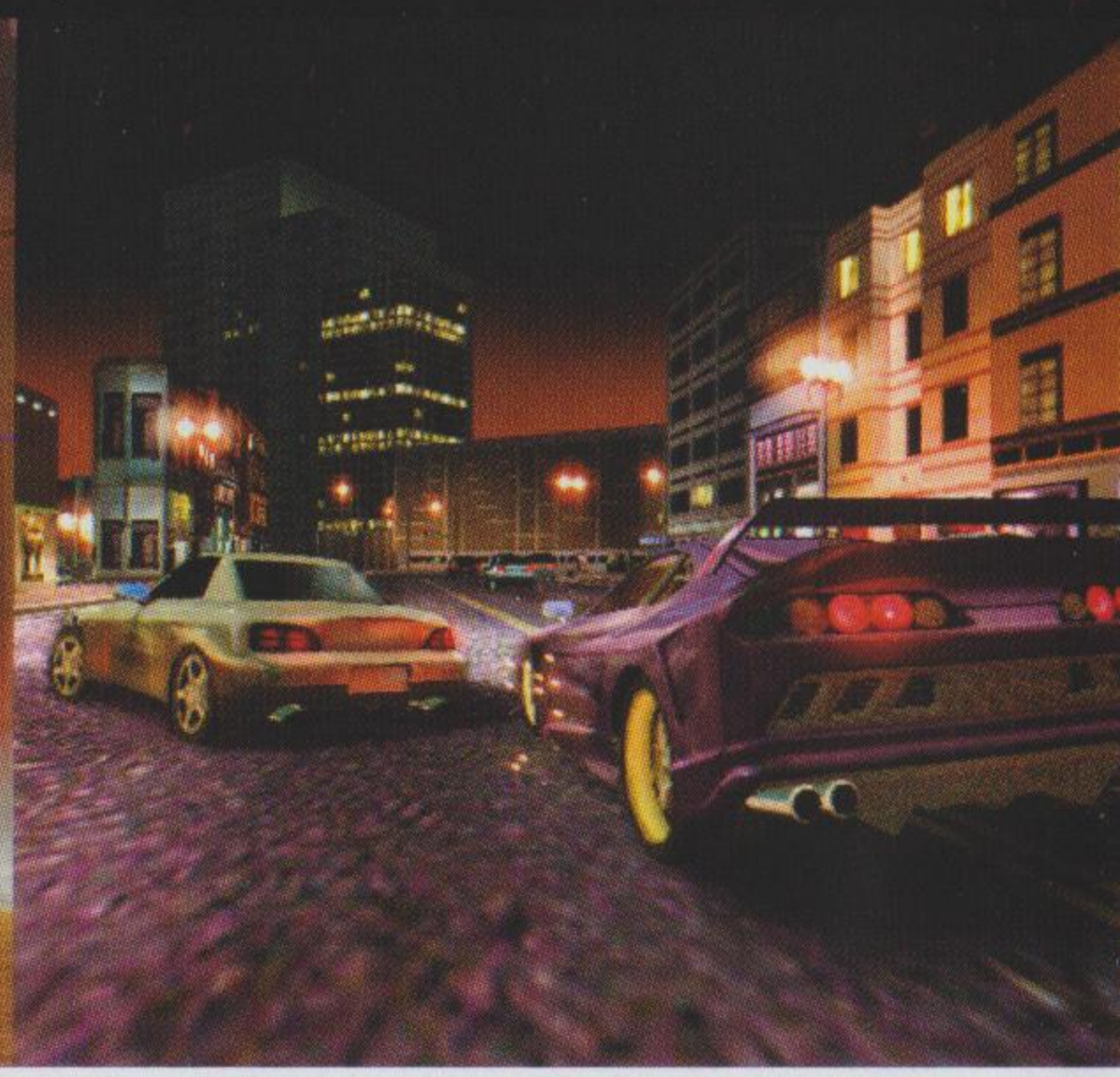
Los Angeles





TIPS

TAIL-SLIDING (left analog stick + R1 button):
Maximize control during races - tail-slide by hand-braking (R1 button) through turns.

FLASHING HEADLIGHTS (L3 button):
Press down on the left analog stick (L3 button) to signal an opponent; if he wants to race, then it's on.

GAS STATION PUMPS:
Clip one of these while trimming the fat off that final curve and kiss your car goodbye. Nudge an opponent into a pump and watch them go up in flames.

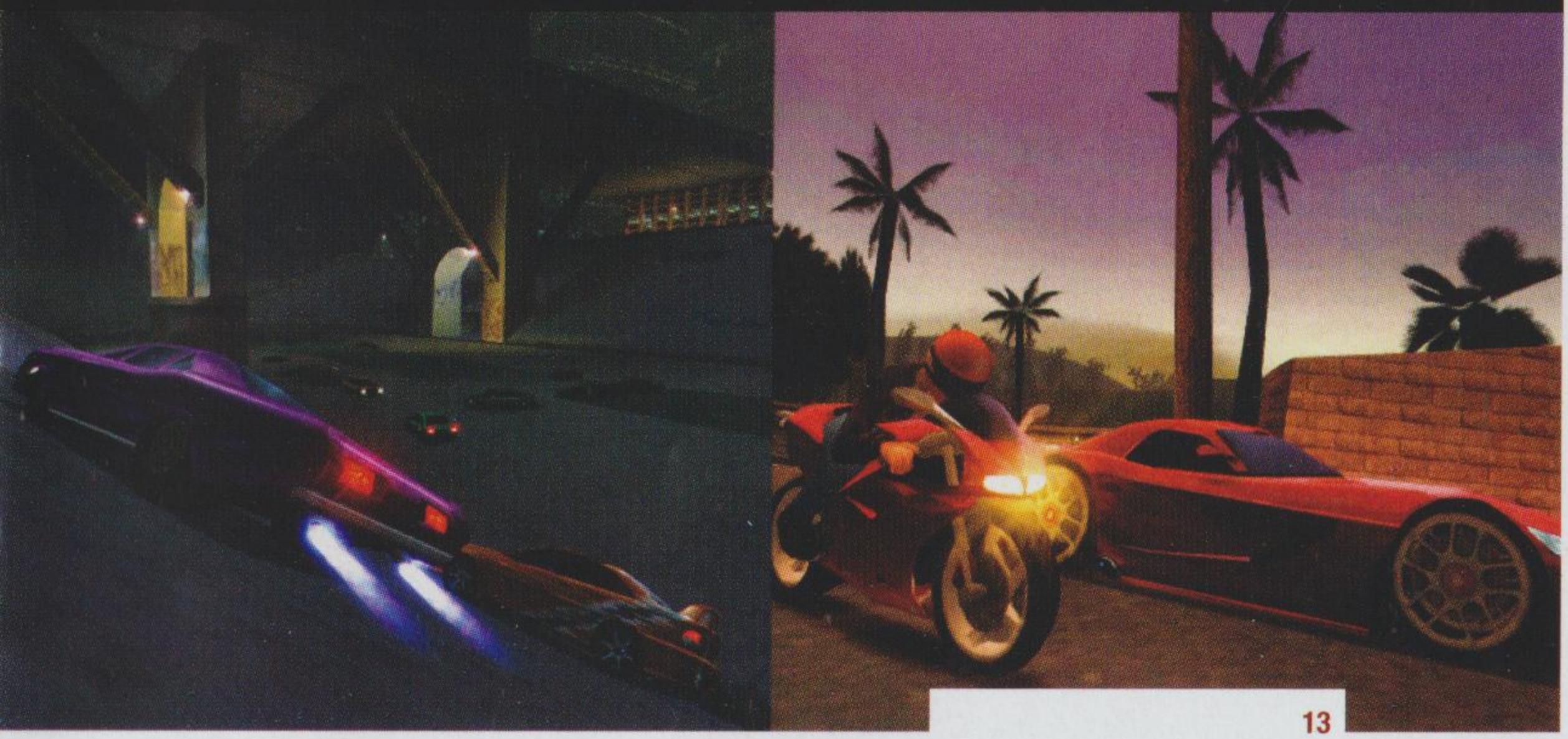
POLICE COPTER:
LAPD's street crime unit has been relying on helicopter support for decades now. Be as wily and fast as possible to avoid detection from above and subsequent capture on the ground.

THE FOLLOWING CONTROLS ARE ONLY AVAILABLE IN CAREER MODE AFTER THEY HAVE BEEN UNLOCKED.

SLIP STREAM TURBO (Draft opponent + R2 button):
Line up in the wake of the car ahead of you, watching air streams and listening for draft noise. Stay in this sweet spot for a few moments until the meter fills with red and then hit the turbo (R2 button) to slip ahead of your opponent with blinding speed.

BURNOUT (R1 button + ✕ button):
Hold down the handbrake (R1 button or ○ button) and accelerate (✕ button) at rest or low speeds. When the meter tops out and turns red, release the handbrake. You can also turn the car while burning out to turn in place. Keep an eye on the redline damage this causes.

IN-AIR CONTROLS (L1 button + left analog stick):
When in the air, hold down the weight transfer button (L1 button). This by itself will self-adjust your roll. Continue to hold down the weight transfer button and you can use the left analog stick to level out.



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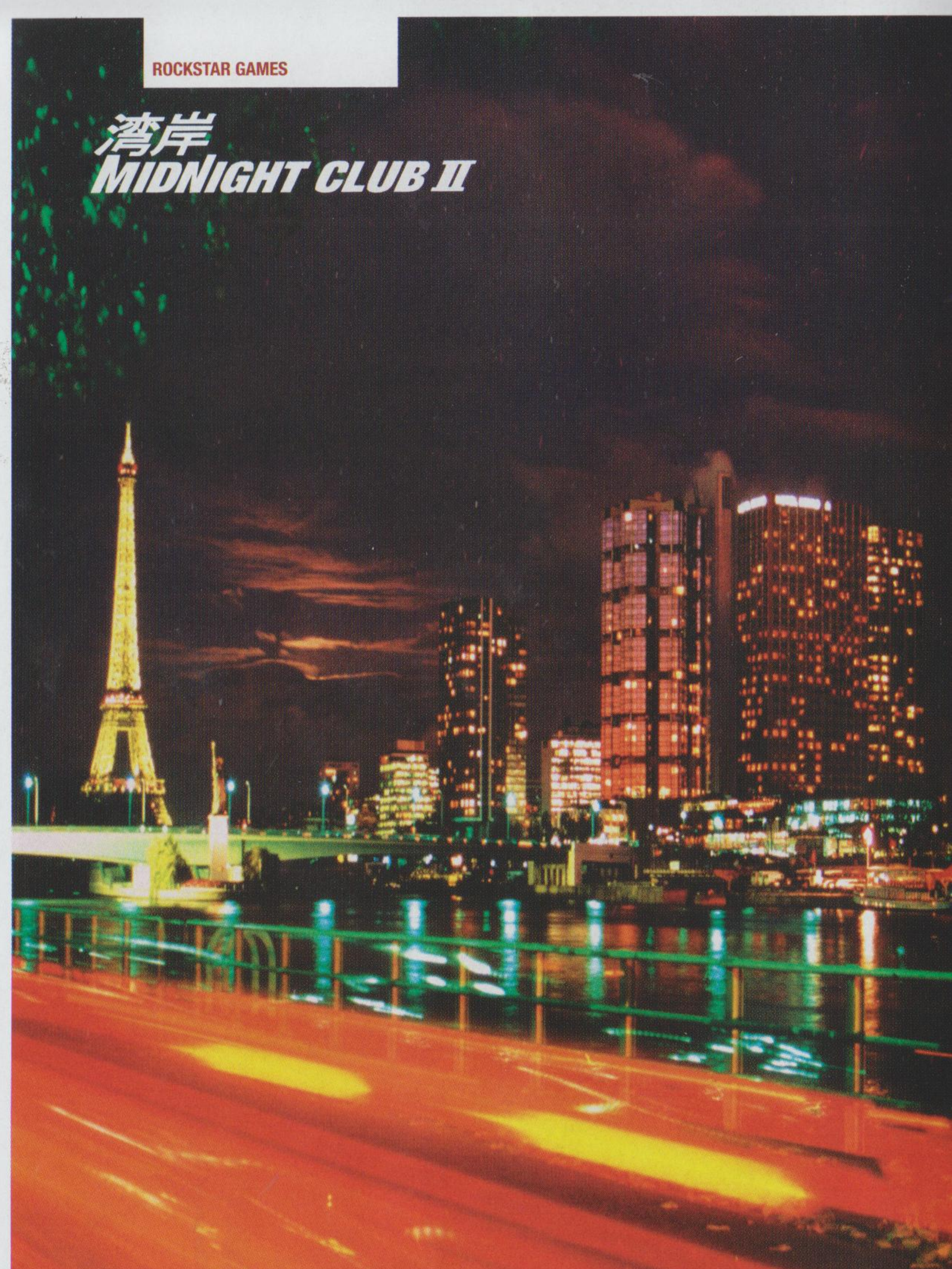

Paris

PARIS

STREET REPORT: Old-world cobblestone streets are well preserved, but still don't provide the traction afforded by modern day pavement. Like much of urban Europe, city streets are a network of avenues, circles, and narrow alleyways - helpful when in need of short-cuts.

TRAFFIC STUDY: Known for their etiquette and enduring nationalism, Parisians are resentful of reckless outsiders. Commuter traffic is not at all accommodating to street racing. Congestion is mostly limited to daytime, however, nightlife crowds causing foot and vehicle traffic are a predictable constant.

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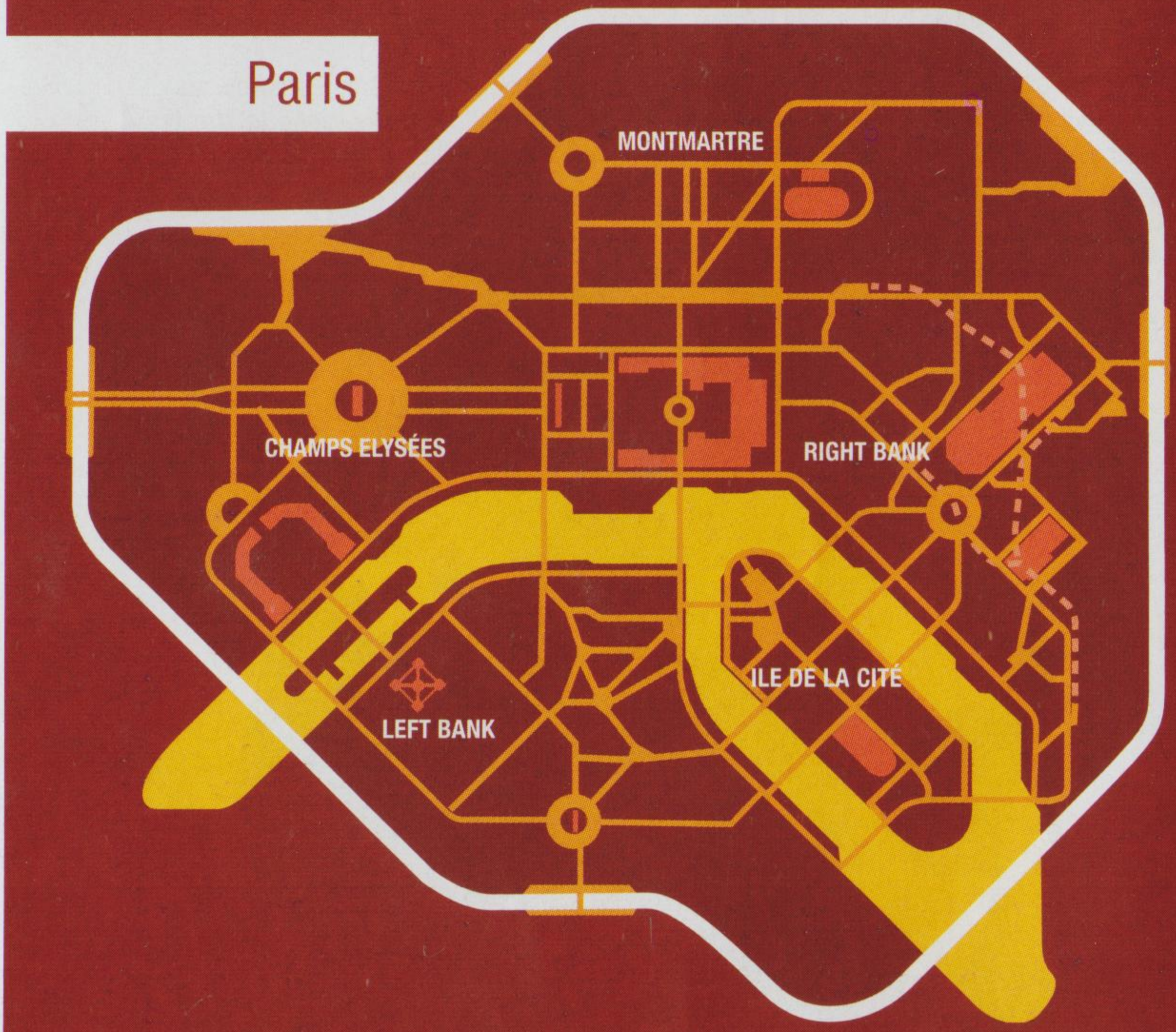
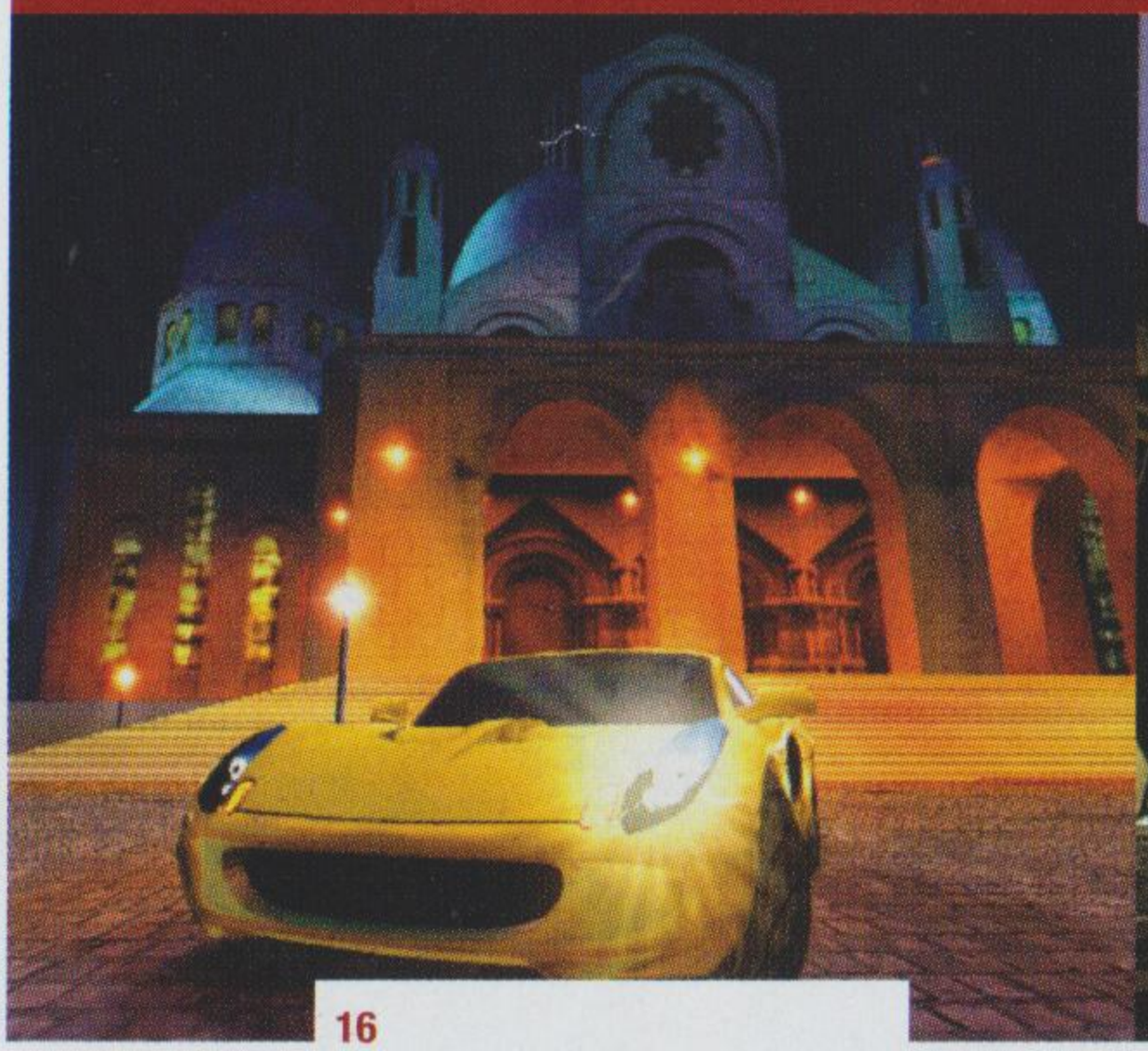
Paris





TIPS

REVERSE 180 (left analog stick + R1 button + □ button):
Hold down reverse (□ button), apply the handbrake (R1 button), and turn. The car will spin around.

MOTORCYCLE LEAN-TURN (L1 button + left analog stick):
Hold the down the weight transfer button (L1 button) and steer left or right. This will make a sharper turn. This is the preferred method for turning instead of handbrake 'drifting'.

TWO WHEEL DRIVING (L1 button + left analog stick): (once unlocked in Career Mode)
While driving a car, hold down the weight transfer button (L1 button) and turn with the left analog stick. Continue to hold the weight transfer button as you manoeuvre the car. Releasing the weight transfer button, braking, slowing down too much, or a collision will bring the vehicle back down.

FRENCH FOR BEGINNERS:
Ps point the way to alley shortcuts, **C**s highlight entrances to the underground catacombs, and **T**s let you know there's a tunnel ahead.

MASSIVE JUMPS:
With the right velocity and power, virtually no distance is unattainable. Don't let otherwise dead-ends put an end to your performance.

FISH TAILING - FRIEND OR FOE:
Losing control in a critical moment can thwart an entire race; however, carefully executed collision tactics can force a fishtail on an opponent, possibly distinguishing a win from a loss in those last key moments.

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Tokyo

TOKYO

STREET REPORT: The silky black streets twist and turn through Tokyo's neon canyons, perfect for laying down rubber and weaving between compacts. Take time adjusting to left-side drive and beware aggressive local authorities.

TRAFFIC STUDY: Tightly packed downtown, but the raised highways move quickly. Congestion vanishes at night when strict curfews send most wanna-be racers back to the suburbs.

ROCKSTAR GAMES

湾岸 MIDNIGHT CLUB II

Tokyo

TIPS

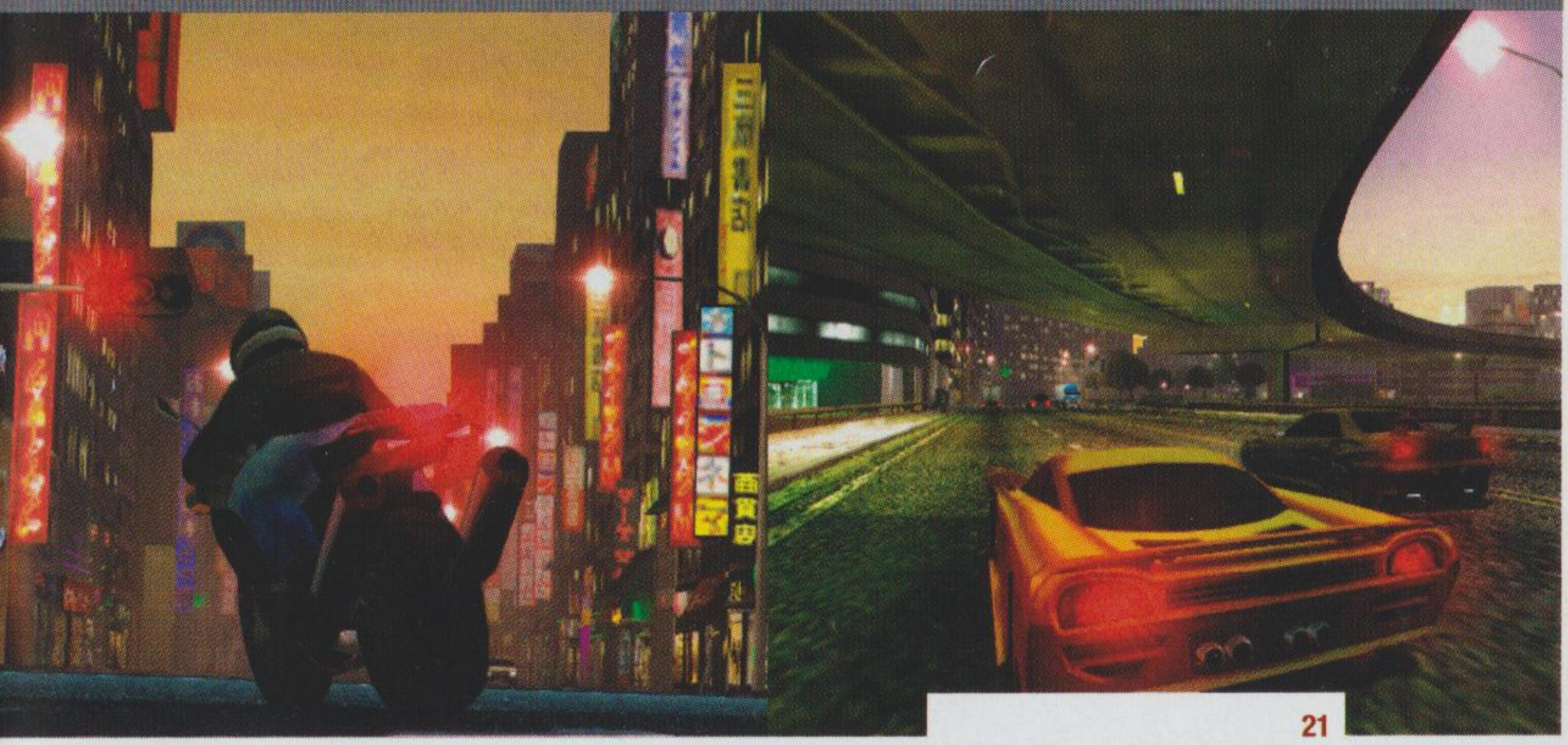
DUCK (L1 button + left analog stick):
While riding a motorcycle, hold down the weight transfer button (L1 button) and push forward on the left analog stick. This will increase the top speed of the bike by reducing drag.

WHEELIE (L1 button + left analog stick):
While riding a motorcycle, hold down the weight transfer button (L1 button) and pull back on the left analog stick. Too much pull back will cause the rider to fall off. This applies a speed boost to the bike. Push forward on the left analog stick, or release the weight transfer button to return the bike to normal.

NOSIE / ENDO / FRONT STAND (L1 button + left analog stick):
While riding a motorcycle hold the weight transfer button (L1 button) and push the left analog stick forward. Apply the normal brake (□ button). The bike will balance on the front wheel.

TELEPHONE POLES:
Mowing down street lights can block a following opponent's line, but plowing into telephone poles will leave you struggling to find first gear.

TRAFFIC LIGHTS:
Hastily speeding through intersections against red traffic lights and risking high-speed collisions is a sure-fire way to jeopardise a win. Mastering the art of catching the green should be part of your repertoire.



湾岸 MIDNIGHT CLUB II

ARCADE MODES

CRUISE:
A great way to familiarise yourself with the cities and get a feel for the game before you start your racing career, CRUISE also gives you a risk free arena to test new cars out. Everything you've unlocked in career is available here.

CIRCUIT RACES:

Traditional lap races, only with pedestrians and gridlock traffic thrown into the mix. Tick through the checkpoints first and pick up the checkered flag. Like career racing, proper vehicle selection and shortcuts are key. Because there are usually multiple laps in Circuit Races, make sure your vehicle can take some serious punishment.

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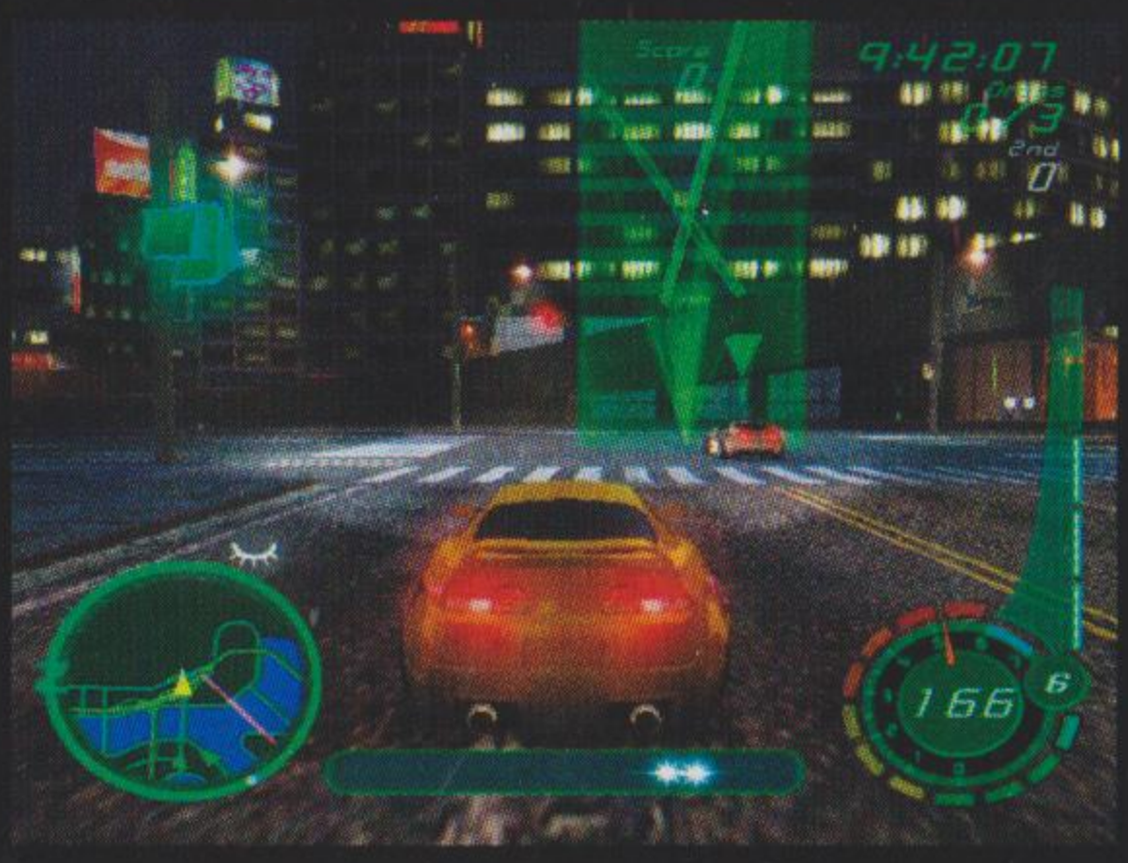
BATTLE MODES

Car combat at its finest, play solo or go online. Play classic Capture the Flag mode as well as innovative Detonate mode, both all-out battles to survive on the streets.

DETONATE

Grab the detonator first, then make it to the trigger point in one piece to light your opponents up. Destroy the car with the detonator and a new round starts with new opponents.



SETTINGS:

Power-Ups	On/Off
Capture Limit	0 – 10
Time Limit	0 – 30 minutes
Detonator	Light/Heavy (Heavy Detonators reduce the top speed of the vehicle carrying it)
Teams	Online only
Number of Vehicles	2 – 8

CAPTURE THE FLAG

Pick up the flag and race it back to the goal before your opponent. Take the flag by tagging the racer carrying it. Use the Power-Ups to your advantage and assure victory.

SETTINGS:

Power-Ups	On/Off
Capture Limit	0 – 10
Time Limit	0 – 30 minutes
Flag	Light/Heavy (Heavy flags reduce the top speed of the vehicle carrying it)
Teams	Online only
Number of Vehicles	2 – 8

BATTLE MODE ICONS

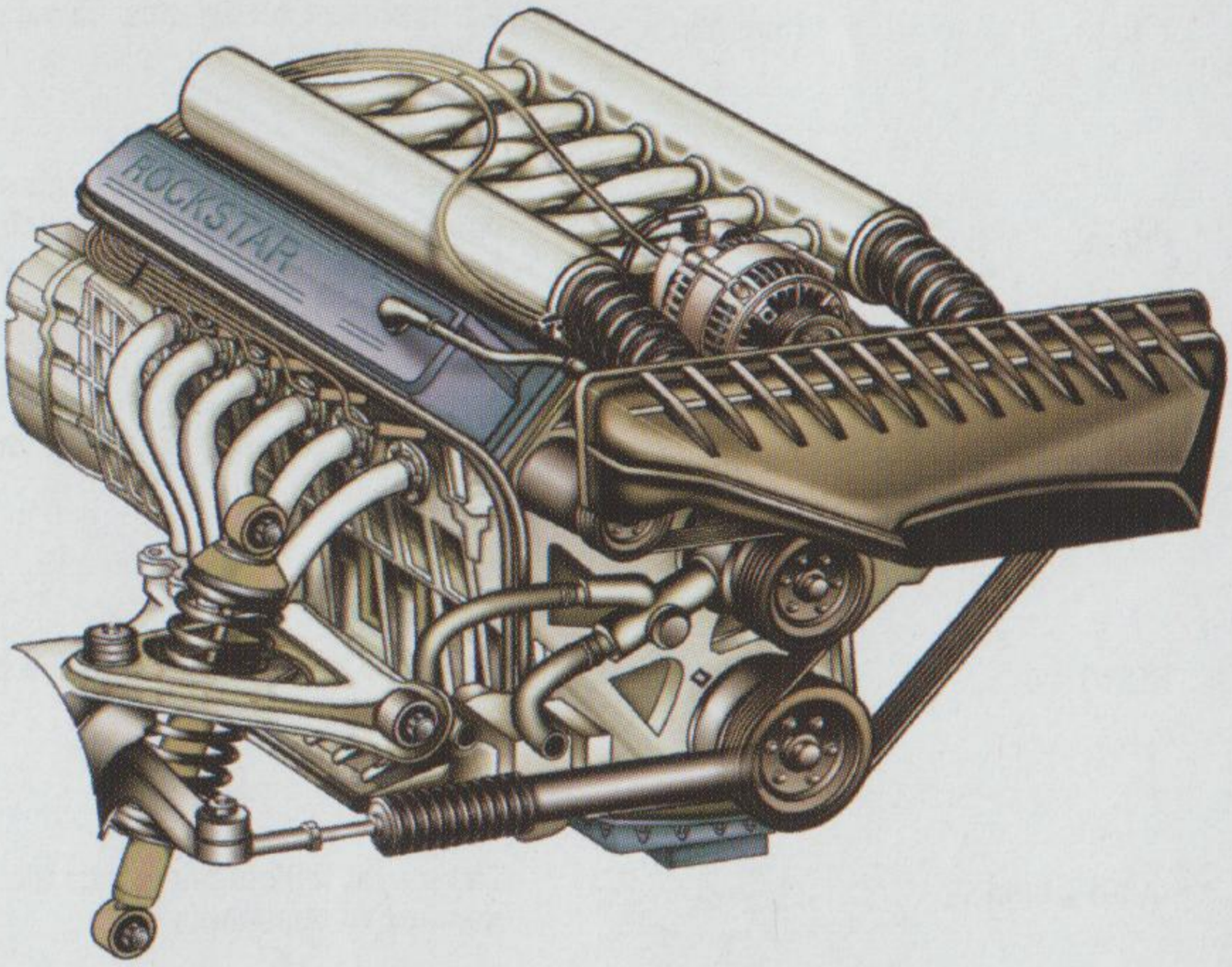
ICON:	NAME:	TARGET	EFFECT:
	DISRUPTOR	Opponents	An opponent hit by this power-up will have a distorted view.
	GO	Opponents	An opponent hit by this power-up will accelerate, hitting the brake will not stop the acceleration. One of the opponent's available nitros will be used.
	ICE	Opponents	An opponent hit by this power-up will drive as if on ice.
	PULSE	Opponents	When the player activates this, opponents in the immediate vicinity will be pushed away. It's like an explosion force without the explosion.
	STEALTH	Player	The player becomes invisible for a few seconds.
	NITRO	Player	One nitro boost is added to the player's reservoir.
	QUAD DAMAGE	Player	The player inflicts four times the normal damage to opponents.
	SHIELD	Player	The player becomes temporarily immune to damage of any sort.
	STOP	Opponents	An opponent hit by this power-up will suddenly engage both the brake and the handbrake.
	REVERSE STEERING	Opponents	When an opponent is hit by this power-up the steering is reversed. Steering left turns right & vice versa.
	SWAP POSITIONS	All	When activated, the players swap positions.

MIDNIGHT CLUB II

GAME OPTIONS

GAME (Change options for both players in a 2 player game):

- Automatic / Manual Transmission
- Vibration: On / Off
- Rearview Mirror: On / Off / Auto (only on when useful)
- Mini Map: Rotate / Fixed
- Default Camera: Driver / Very Close / Close / Medium / Far



AUDIO:

- Edit volumes of the various sounds in Midnight Club 2 Music, Sound Effects and Voices, as well as Dolby Pro Logic II, Dolby Stereo or Mono sound.

SAVING:

Midnight Club 2 is an autosave game. To save a game, you will need a memory card (8MB) (for PlayStation®2) with at least 53KB of free space. The game will automatically save after you win any race in Career Mode or Circuit Race Mode. In addition, whenever you alter any of the options on the Options Menu, those changes will be saved when you leave the Options Menu. Midnight Club 2 only supports MEMORY CARD slot 1. If you have entered any game mode without a memory card (8MB) (for PlayStation®2), and you decide you wish to save, exit to the Midnight Club 2 Title Screen, and then insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1.

REPLAY MODE:

✕ button - Stop/Resume replay
○ button - Stop replay/Advance replay frame by frame

RACE EDITOR

Pick a city that you've unlocked in Career Mode. Choose one of the 15 available race slots to create a race. Press the ✕ button to enter the Race Editor.

MAP SCREEN: Once on the Map Screen, move the cursor with the directional buttons or the left analog stick. The targeted checkpoint will turn yellow. Press the ✕ button or L3 button to place or remove a checkpoint.

LAYING DOWN THE COURSE: The letter **S** will appear on the first checkpoint you place, indicating the starting point of your race. An **F** will appear on the second checkpoint, indicating the finish line. Every checkpoint you place after that will become the finish line, and the previously placed checkpoints will change to number **1, 2, 3...** the most checkpoints you can have is **64**.

RE-ARRANGING: When any of the checkpoints you have placed are targeted, you can switch around the checkpoint order by pressing the L1 button and R1 button.

ZOOM: Zoom in and out on the Zoom Window by pressing up and down on the right analog stick.

PLAYER ONLY CHECKPOINTS: Pressing the □ button accesses the Race Options screen. Scroll right or left to alter Opponent Options. When you change the number of CPU Players to None, and then return to the Map Screen, a host of Player Only Checkpoints will appear.

OPTIONS: Aside from changing the number of CPU players, you can also change the types of vehicles the CPU will be using, to vary the challenge level. Any vehicle you have unlocked is available. Aside from Time of Day, Weather, and Pedestrian and Traffic Densities, you can also have the following Race and Time Options:

RACE:
Ordered: Racers must race through all checkpoints in order.
Unordered: You must figure out the best route to clear all the checkpoints.

TIME:
None: There is no time limit to get from one checkpoint to the next.
Reset Each Checkpoint: You only have a set amount of time to get to the next checkpoint. To change the time allowed to get from one checkpoint to the next, go to the Map Screen. Highlight any checkpoint except the last. Press the L2 and R2 buttons to adjust the time.
Added Each Checkpoint: Same as Reset, except any extra time will carry over to the next checkpoint.

EDITOR MENU: Press the ○ button while on the Map Screen to get to the Editor Menu. Select Test Race to try out your race. In the Editor Menu you can also clear all checkpoints from the map, edit another of the 15 race slots, change the name of your race, or exit to the front end, and begin racing for real on your masterpiece.

SAVING: Select Exit to Front End when on the Editor Menu screen.

MIDNIGHT CLUB II

ONLINE PLAY / NETWORK

Online featured "Network Play" requires network adaptor (Ethernet) (for PlayStation®2) and connection to a participating broadband network. Available soon.

NOTE: By joining an online session you must leave the Rockstar controlled environment provided within Midnight Club 2. While the game's content has been rated for Teen audiences, the content of the game may change due to interactive exchanges. Rockstar and Sony Computer Entertainment Europe take no responsibility for content external to the game itself.

Ready to go online and play against opponents around the world? To play online with Midnight Club 2, you'll need a network adaptor (Ethernet) (for PlayStation®2). You'll also need a Broadband Internet Service Provider.

Make sure you have your connection set up through the Sony Network Access Disc [SLES 51003], if not configure it now. Visit http://www.take2games.com/support for more details.

Choose LAN or Internet play and decide whether to host your own game, or join an existing game. If you join an existing game, select your vehicle (IMPORTANT: only vehicles and races you've unlocked in CAREER mode will be available online) and wait for the host to start the game. If hosting a LAN or Internet game, configure the options as you would for a standard game and start when you have the required number of players.

HOTKEYS

Because the hardcore street racer can't take his eyes off the road for one millisecond while racing through narrow streets at 180mph to abuse his opponents, a hotkey function has been built into Midnight Club 2 which allows you to set phrases that are easily accessible in the lobby before a race, and while racing.

There are 8 hotkey slots which are available for use whenever the virtual keyboard is accessible. We suggest creating hotkeys while in the lobby waiting for a game to start.

To create a hotkey:

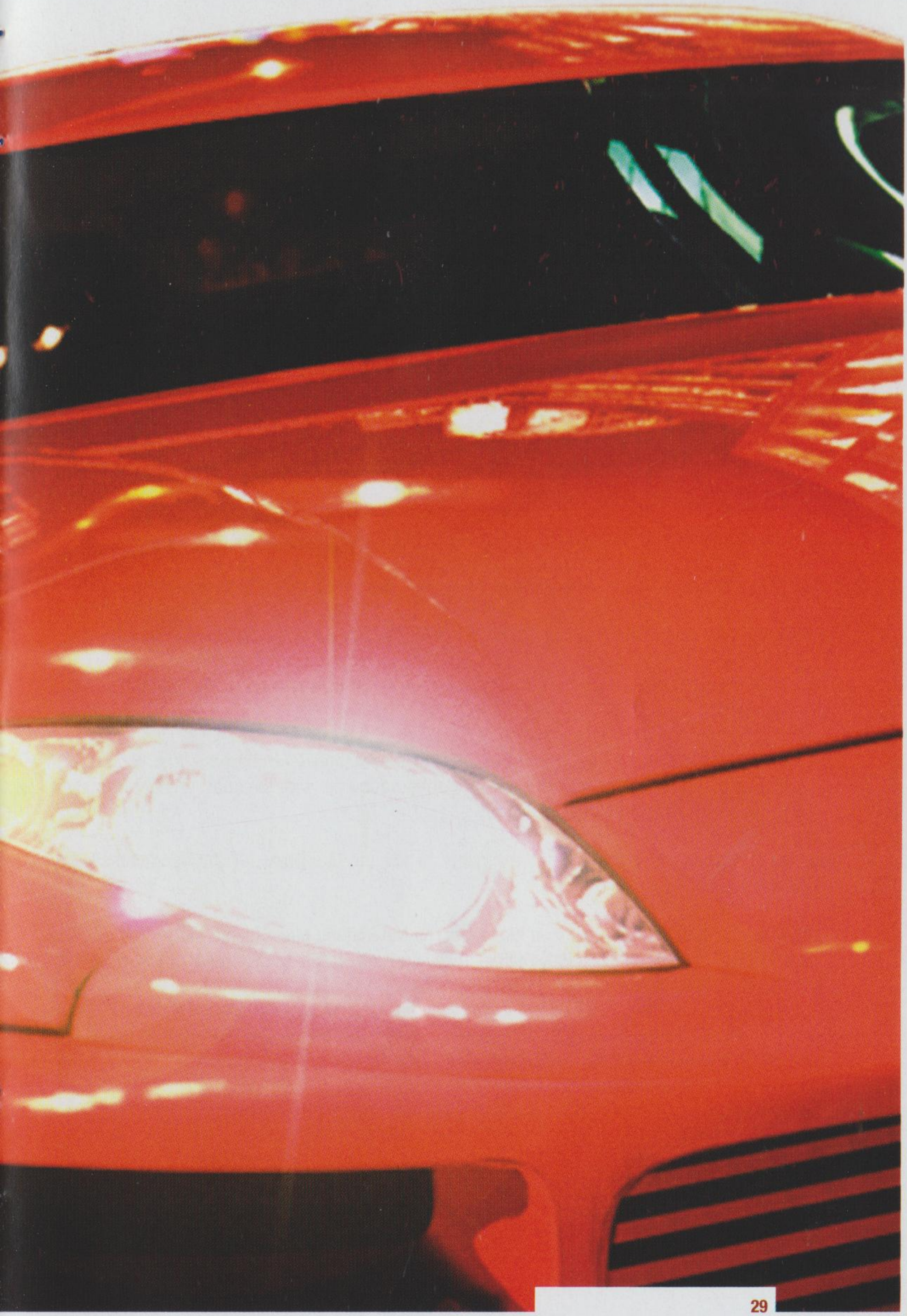
- Press the SELECT button to bring up the virtual keyboard
- Type in the phrase you wish to make into a hotkey
- Press the R2 button to bring up the Hotkey selection screen
- Select "Set"
- Select the hotkey slot where you wish to save the hotkey

Using a hotkey:

- Press the SELECT button to bring up the virtual keyboard
- Press the R2 button to bring up the Hotkey selection screen
- Select the hotkey you wish to use
- Select "Accept"

There are 2 banks of 4 hotkeys for you to use (for a maximum of 8 phrases); when on the hotkey selection screen press the L2 button to swap between the 2 banks of hotkeys.

Hotkeys are saved at any time the game is saved. For a quick hotkey save simply return to the main front end menu by pressing the △ button, then press the △ button again to save.



湾岸 MIDNIGHT CLUB II

ONLINE PLAY

Before turning on your PlayStation®2 console, ensure your network adaptor (Ethernet) (for PlayStation®2) is attached to your Playstation®2 console and the appropriate connection is made from it to your broadband service equipment. Also ensure all other devices that may be required to transmit data from your Broadband Service Provider to your Playstation®2 Console are turned on. E.g. Ethernet Router, ADSL modem with Ethernet Adaptor or PC, whichever is appropriate.

IMPORTANT: Closely follow the instructions provided with the network adaptor (Ethernet) (for PlayStation®2). For safety reasons, do not connect the mains power plug for the PlayStation®2 console to a mains power socket until installation of the network adaptor (Ethernet) (for PlayStation®2) is complete.

Turn on your PlayStation®2 console and follow the instructions in the Getting Started section of this manual.

Load your Saved Game settings and select the **Networking Mode** menu.

If you already have your network settings configured, select **Play Online** and skip the next section.

SETTING UP YOUR NETWORK CONFIGURATION FILE

Before playing online for the first time, you will need to set up a Network Configuration file. The are two methods available:

a) With an official network adaptor (Ethernet) (for PlayStation®2), follow the instructions and software provided to set up your Network Configuration file with the appropriate information from your Broadband Service Provider.

b) You may also use the menus in the game to set up your Network Configuration file, as detailed below.

To setup your Network Configuration file, select the **Networking Mode** menu, then scroll down to the sub-menu (initially showing **Play Online**), then scroll left or right to the **Create or Edit a Network Configuration File** menu and press the ✕ button. Network Configuration Utility will now run where you may create a setting with the appropriate information from your Broadband Service Provider. When you have finished entering the information, save it. You are then given the option to test it. If successful, you may quit from the Network Configuration Utility.

Note: Midnight Club 2 only uses a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

Depending on the method used to create your Network Configuration file, it may then be necessary to either:

1) Reset your PlayStation®2 console to return to Midnight Club 2.
2) To re-insert the Midnight Club 2 disc and reset your PlayStation®2 console if the disc was removed in order to use the official network adaptor (Ethernet) (for PlayStation®2) software.

If you have more than one Network Configuration file saved on your memory card (8MB) (for PlayStation®2), you may select the appropriate one from the **Networking Mode menu**. By scrolling from **Play Online** to **Set Default Network Configuration**, you may select the one to use.

Starting the Network

After selecting **Play Online** with the correct **Network Configuration** file, the network connection will be started. The **Networking Mode** menu now has **Internet** (Online) and **Local Area Network** (LAN) options.

In the Internet (Online) menu, you have the option to **Create User Name**. This is how you will be known to the other players Online. This is also where you set your name when playing a Local Area Network (LAN) game if you want to. If not set, then your Player name in LAN games will be the same as your selected save game's name.

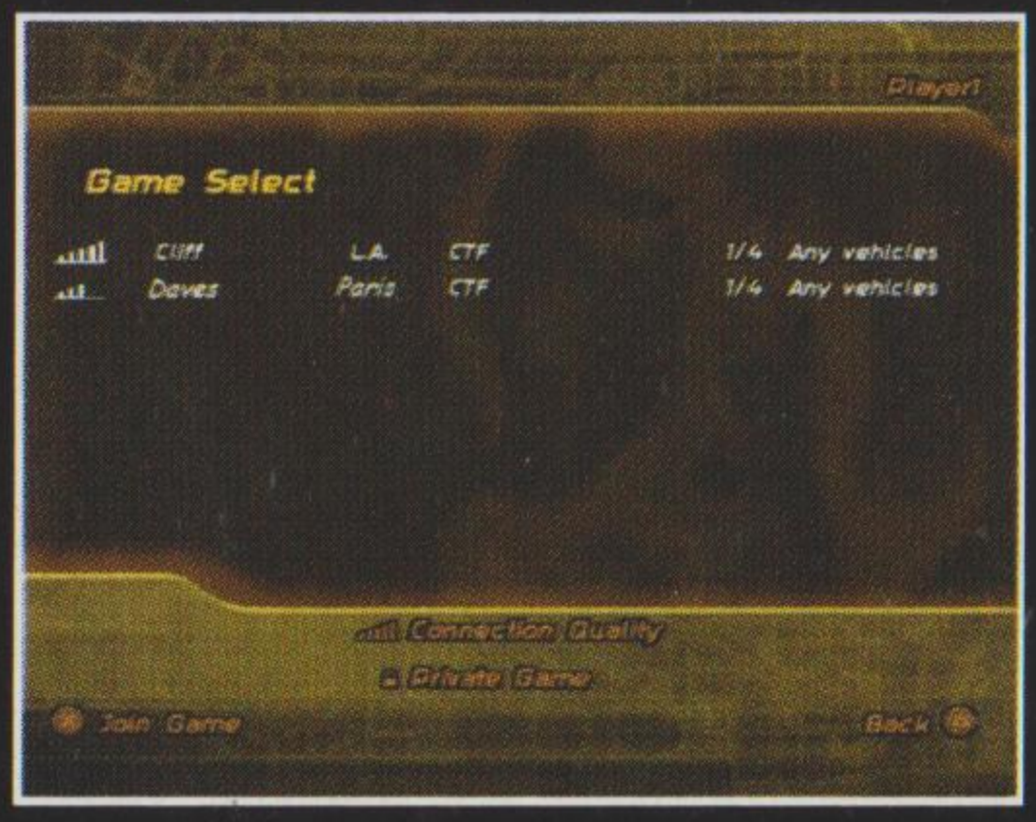
Once Internet (Online) or Local Area Network (LAN) has been selected, you have the choice of **Join Game** or **Host Game**.

For an example of some of the options available when hosting a game, see the following screenshots. To display help for each of the menu items, highlight them and press the □ button.

湾岸 MIDNIGHT CLUB II

ONLINE PLAY

JOINING A HOSTED GAME



About to Join a Capture The Flag game.

Joining a game is as simple as making a choice from the list available (if there is more than one) and joining it.

The connection quality indicator shows you which games are likely to have a faster connection and may influence your choice of connection.

You will not be able to see any games that include cities you have not yet unlocked. You will also only have access to cars that you have unlocked in Career mode, so get in some practice and open up those cars and cities.

Hosting a Capture the Flag game.

HOSTING YOUR OWN GAME

Hosting a game allows you to set the conditions of the race; the location, the number of cars, the weather and many more options. People will then join your game. Or you can limit the invitations to just your friends with a password being required to join your game, which you could perhaps email to them. This allows you to practice fairly privately until you feel confident at taking on a world-wide audience.

Customising Weather and other settings for your clients.

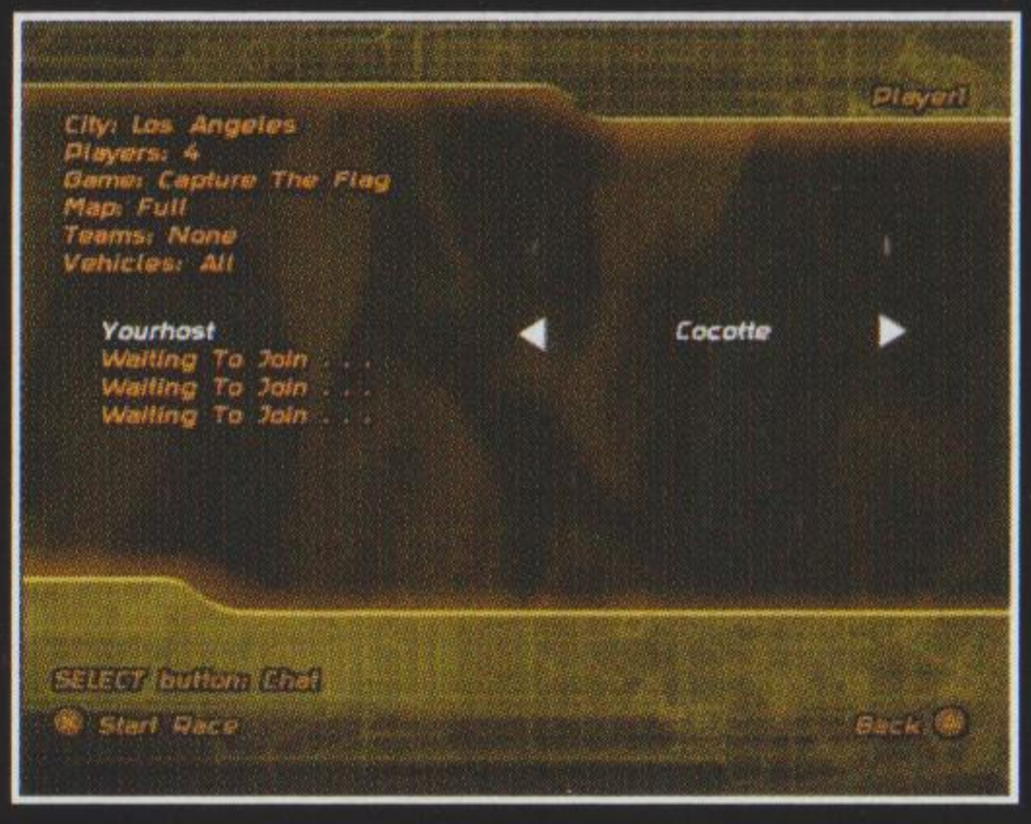
Note: You will only be given the option to host games in cities that you have previously played. Initially only Los Angeles will be available to you, but as you progress through your Career, you will be able to host Paris and Tokyo tracks.

Also, as a Host, be aware that even if you have played all the cities, your potential Clients may not have. Therefore, initially, if you want to encourage people to join your games, hosting Los Angeles will attract more people to your game. If you host a game in Tokyo you will ensure that the players will have played the game more and will certainly give you more of a challenge.

OTHER OPTIONS AVAILABLE TO YOU AS A HOST ARE:

- Hosting private games that require a password to join,
- Booting undesirable players out of your game,
- Limiting the types of cars available in your game to ensure a fair playing experience,
- Length of game time, number of 'Flag drops' and whether the player carrying the flag drives slower to make it easier to catch him and many more can all be set to you and your friends' preferred settings.

The many options in Midnight Club 2 are there to be found, experimented with and enjoyed. Try the variety of combinations available and make your hosted game a unique and satisfying experience for you and those who join you.



Waiting for players to join your Capture the Flag game.

Chatting while you wait for others to join

湾岸 MIDNIGHT CLUB II

CREDITS

ROCKSTAR SAN DIEGO

Producer: Jay Panek
Associate Producer: Eric T. Smith
Game Analyst/Production Assistant: Kris Roberts

ROCKSTAR SAN DIEGO PROGRAMMING TEAM

Lead Programmer / Opponent AI: Ted Carson
Technical Director / Networking: Mark Rotenberg
Car and Motorcycle Dynamics / Pedestrians: Jeff Roorda
Audio / Battle-Modes / Police AI / Tools: Mike Currington
Front-End / HUD / UI Design: Gunter Erhart
Visual Effects: Ben Padget
Rendering / Asset Management: Mark Robinson
Tools / In-Game Race Editor / Additional UI: Devan Hammack
Race Tools / Ambient Vehicles / Triggered Events: Sridharan Thyagarajan
Networking: Daniel Blumenthal
Optimizations: Chris Coffin
Additional Programming: Andy Styles, Peter Palombi, David Quinn, Bill Purvis, Kahn Jekarl Joe Adzima, Steve Rotenberg

AGE (GAME ENGINE):

AGE Lead Programmer: Henry Yu
AGE Technical Director: David Etherton
AGE Physics: Nathan Brown
AGE Audio: Joshua Briendel

ROCKSTAR SAN DIEGO DESIGN TEAM

Lead Game Designer: Mauro Fiore
Game Designers: Troy Bowman, Marc Fredrickson
Level Designer: Marc Fredrickson

ROCKSTAR SAN DIEGO ART TEAM

Lead Artist: Scott Stoabs
Art Director: David Hong
Technical Artist: Wade Schin
U.I./HUD Design: Ted Bradshaw
U.I./HUD Artist: Marshall Ross
3D Vehicle Artists: Kouros Moqhaddam, Garrett Flynn, Eduardo Franz
3D City Artist: Ron Suverkrop, Mary Ann O'Leary, Mike Nagatani, Deanna Lorenz, Andrea Elam, Caterina Schintu, Rick Gonzalez, Lisa Mulvaney
2D/3D Artist: Kyushik Shin
City Lighting: David Hong, Wade Schin
Animator/Character Modeler: Wade Shin, Michael Limber, Alex Whitney
Character Design: Jae Kim

ROCKSTAR SAN DIEGO AUDIO TEAM

Sound Designer: Paul Lackey
Additional Sound Design and Support: Steven Von Kampen, Mark Loperfido
Additional engine samples by: Greg Hill, Soundwave Concepts
Vehicle Consultant: Michael Macare

ROCKSTAR SAN DIEGO QA TEAM

Test Manager: Glen Hernandez
Lead Product Analyst: Jason Dickson
Assistant Lead Product Analyst: David Stinchcomb
Standards Analyst: Michael Erickson
Product Analysts: Frank Silas, Chris French, Adam Hernandez, Michael Harris, Michael Roman, Liya Zheng, Sean Davis, Kris Toole, Chris Deboda, Michael Bagley, Kam Kaignavongsa

ROCKSTAR SAN DIEGO SUPPORT

I.T. Group: Michael Mattes, David Counts
Executive Producer: Alan Wasserman
Chief Technology Officer: Steven Reed
Director of Research and Development: David Etherton
Creative Director: Steven Olds
Character Cutscenes by: SE STUDIOS

Special thanks to: Diego Angel, Michael Limber, Brad Hunt, Julie Liss, Kristen Sinclair, Jo Kilburn, Marie Alexander, Jennifer Sole, Shannon Haynes, Rob Bacon, Wing Cho, Carlos Hernandez, Eli Enigenburg, Josh Bass, Jennifer Terry, Sean Carson, Kond Jongsikeo, Todd A. Davis Sr., M. Louis Thibaut, Keith Ta, Nate Morgan, Mark Hahn, Jason Collier, Scott Balderas, Kevin Moore, Freddy Martinez, Joe Butler, Tony Dyb, Aaron Marks, Courtney Chu, Kris Roberts, Michael Genco, Jason Burke, Colin Runnion, Fletcher Walker, Joe Butler, Todd Davis, Anthony Dyb, Werner Funk, Kelsey McNair, Christina Meeks, Kris Roberts, Bryant Wells, Judy Henderson, Craig Connor, Allen Walker and everyone else here at Rockstar San Diego and especially to the friends and families of the team that have been so supportive through all the long hours and hard work.

ROCKSTAR NYC

Executive Producer: Sam Houser
Producer: Dan Houser
Associate Producer: Mark Garone
VP of Development: Jamie King
Chief Technology Officer: Gary J. Foreman
Director of Quality Assurance: Jeff Rosa
Lead Analyst: Lance Williams

Rockstar Test Team: Joe Greene, Brian Planer, Elizabeth Satterwhite, Jameel Vega, Mike Hong, Lee Cummings, Rich Huie, Gene Overton, Neil McCaffrey

Research and Analysis: Joe Howell

Production Team: Terry Donovan, Corey Wade, Jennifer Kolbe, Adam Tedman, Jung Kwak, Paul Yeates, Brian Wood, Jenny Jemison, David Yu, Futaba Hayashi, Jeff Castaneda, Susan Lewis, Jenefer Gross, Devin Winterbottom, Laura Paterson, Amy Salzman, Steve Knezevich, Chris Carro, Rob Fleischer, Renaud Sebanne, Jerry Luna, Greg Lau, Jeff Williams, Carly Slater, Daniel Einzig, Richard Kruger, Devin Bennett, Noelle Sadler, Kerry Shaw

INTRO, CUT SCENES & DIALOGUE

Directed by: Marc Fernandez
Art Director: Alex Horton
Japanese language translation: Futaba Hayashi
Director for Intro Film: Navid Khonsari
Creative Associate: Joseph Howell

Sound Mix: Digital Arts
Digital Design Work: Charlex

Rockstar Games Intro Animation by: Brian Shelton

Cover Art and 3D Vehicle Renders by: Hornet Inc.

Dialogue Written by: Marc Fernandez, Gillian Telling

Angel: Adam Wylie
Hector: Armando Riesco
Moses: Jordan Gelber
Gina: Leyna Juliet Weber
Steven: Anselem Richardson
Diego: John Doman
Dice: Robert Jackson
Maria: Melissa Delaney DeValle
Primo: Stelio Savante
Blog: Ritchie Coster

Jewel: Soledad Pertier
Julie: Malaya Rivera Drew
Ian: Marc Gray
Farid: Hunter Platin
Owen: Dominic Hawksley
Parfait: Sabrina Boudot
Stephane: Marc Forget
Ricky: Andrew Pang
Shing: Burch Wang
Nikko: Charlee Chiv
Zen: Yasu Suzuki
Kenichi: Yoshi Amao
Haley: Alissa Dean
Ichiro: Yasu Suzuki
Makoto: Ken Kensei
Savo: Alex Kroll

Cops: Adam Davidson, Axel Ericson, Marc Fernandez, Renaud Sebbane, Dan LaTorre, Paul Dragan, Nicholas Samuel

Pedestrians: Adam Davidson, Kate Dulcich, Axel Ericson, Maya Hall, Futaba Hayashi, Lorna Jordan, George Quavier, Steve Robert, Noelle Sadler, John Zurhellen, Gillian Telling, Dan Toyama, Tama Hui, Kira Lauren

Soundtrack: Terry Donovan, Mark Garone, Dan Houser, Susan Lewis, Adam Tedman

ROCKSTAR LONDON:

Neil Stephen, Nijiko Walker, Hamish Brown, Amy Curtin, Hugh Michaels, Lucien King, Cliff Ramsey, Chris Wood

TAKE 2 QA EUROPE:

Mark Lloyd, Tim Bates, Matt Hewitt, Phil Alexander, Andy Mason

TAKE 2 EUROPEAN TEAM:

Gary Lewis, Christoph Hartmann, Jochen Till, Karl Unterholzner, Serhad Koro, Sarah Seaby, Jon Broadbridge, Chris Madgwick, James Crocker, Julian Hoddy, Matthias Wehner, Andreas Traxler, Jochen Färber, Alexander Harlander, Hendrik Lesser, Nasko Fejza, Véronique Lallier, Emmanuel Tramblais, Matthias Bellone, Elena Morlacchi , Giovanni Oldani, Monica Puricelli, David Powell, Christine Zambesi, Debbie Jones, Onno Bos

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"Blue Owl"
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"When I Fall In Love" (Strike Acid Dub)
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SUBTECH
"Timeshift"
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Watch for Subtech's new album, out this summer

NOKTERNAL
"Aurora "
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"Elements of Trance - DJ Kim's Reload Mix"
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Brain 29 "Demon of the Church" Mix 1
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"Paranoize" - Flip Path mix
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"Mirage" - B1 Part 2.5
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"Silver Screen (Shower Scene)"
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"Never Could Have Your Heart"
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patientzero
"Live 135"
(written by Jim Crowley)
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8-OFF AGALLAH
"Midnight Club Theme"
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Produced by 8-Off Agallah
Published by Assassin Music
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"Let's Go"
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"Put Your Top Down"
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"G'z Up"
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Produced by Tony Touch
Published by Bouncemaster Music / Melaza Music
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From the Tony Touch Mix CD THE LAST OF THE PRO RICANS in stores now on Sequence Records.
www.sequencerecords.com www.tonytouch.com

TOMMY TEE FEATURING MASTA ACE
"What Is It "
(written by T. Flaaten, D. Clear)
Produced by Tommy Tee
Published by Damasta Music / 1-2-1-2 Publishing
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From Tommy Tee's new LP coming in 2004
www.teeproductions.com.
New Masta Ace LP coming 2003
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PlayStation®2

PAL

PlayStation®2

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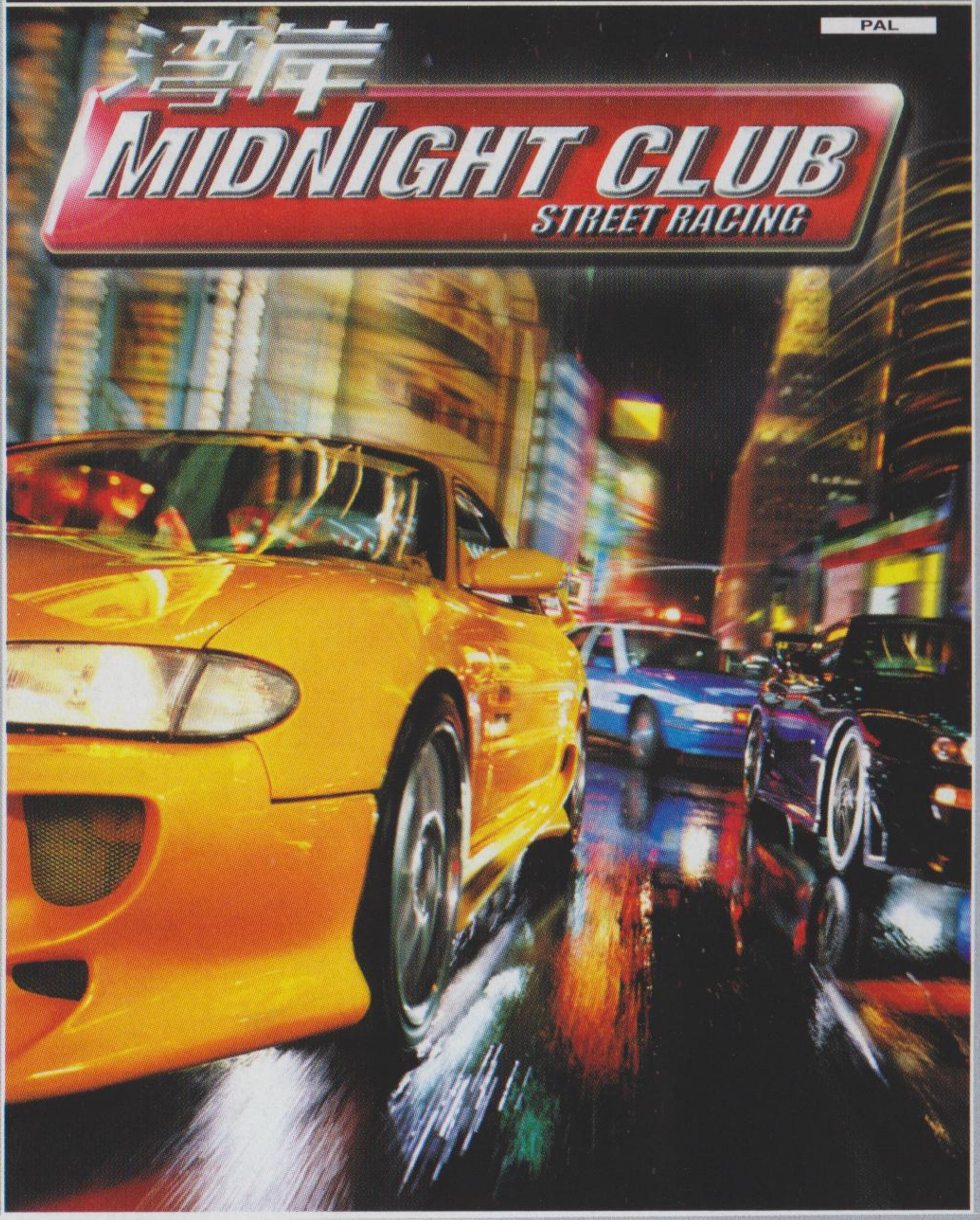

Platinum

G

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counterbalance

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• Österreich — **0820 500 535**

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• Belgique/België/Belgien — **011 516 406**

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **33 26 68 00**

Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **0820 31 32 33**

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Deutschland — **01805 766 977**

0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Ελλάδα — (00 301) 677 7701

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• Ireland — **0818 365065**

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• Norge — **820 75 050**

Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**

Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 40**

Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**

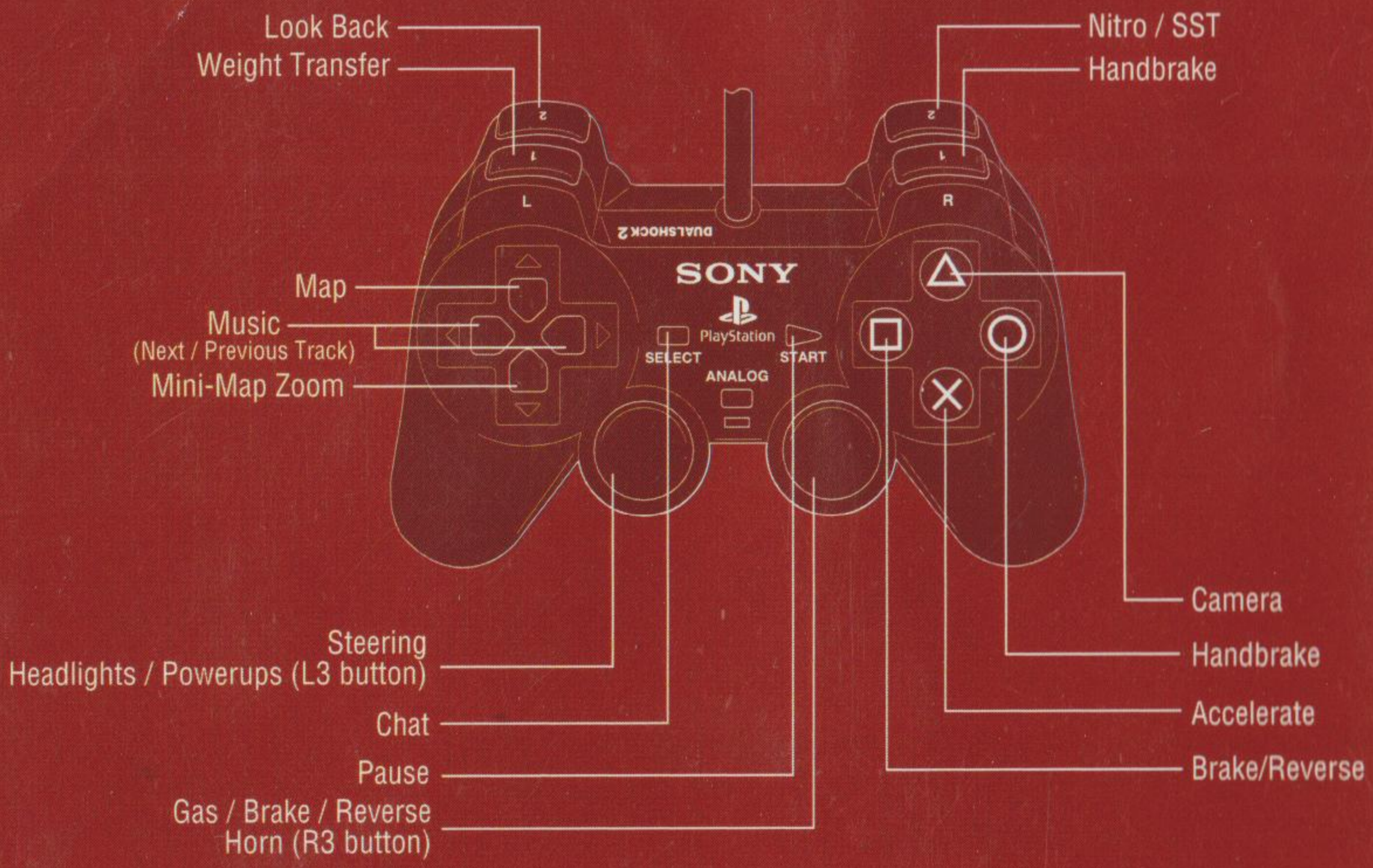
Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK — **08705 99 88 77**

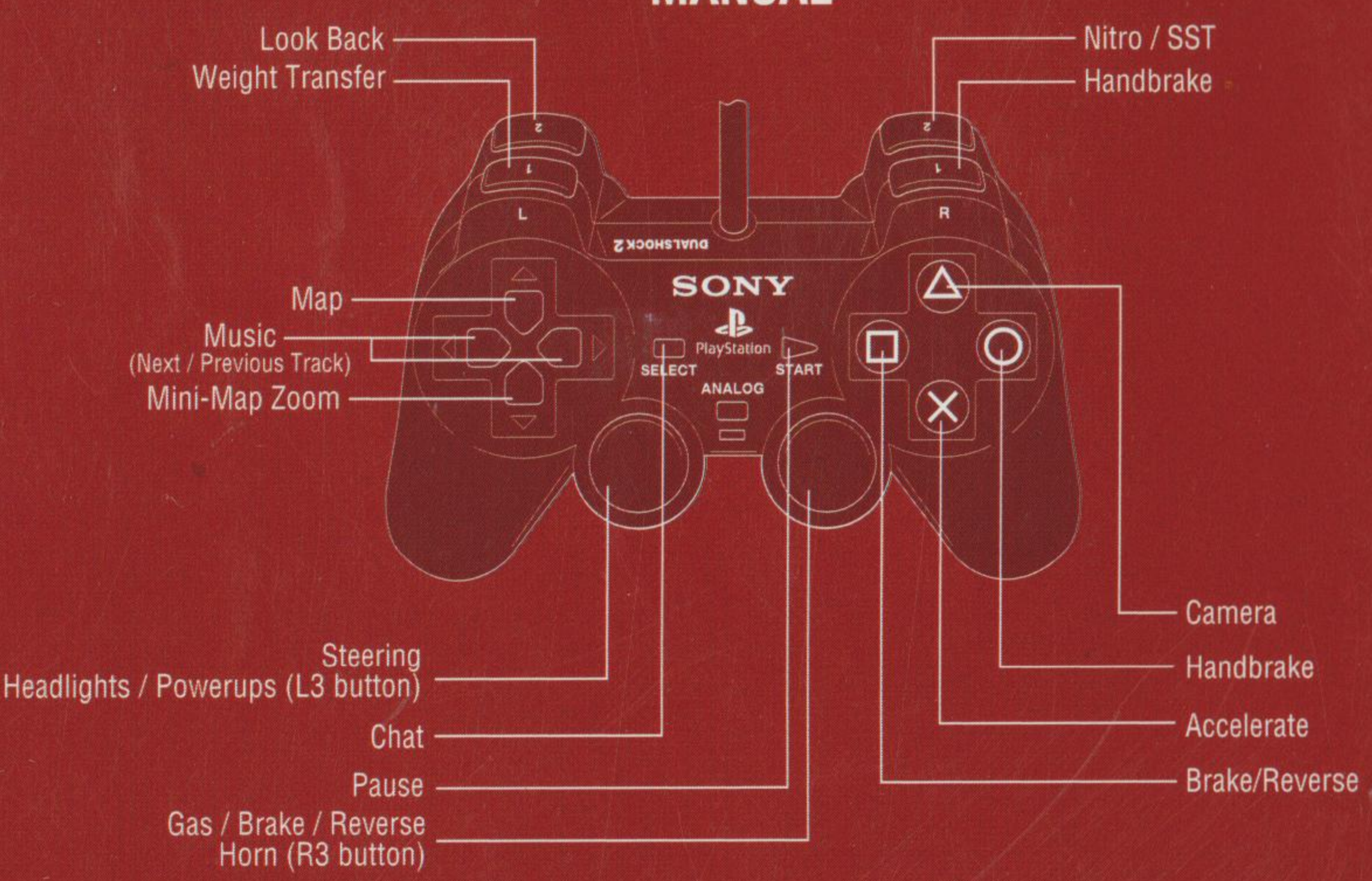
National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

DEFAULT ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS

AUTOMATIC



MANUAL



(THE FUNCTION FOR "NEXT/PREV MUSIC TRACK" IS DISABLED IN CAREER MODE AND WHEN USING MANUAL TRANSMISSION)

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